

**Amendments to and Listing of the Claims:**

Please amend claim 1 and add new claims 15 - 26 as follows:-

1. (currently amended) An electronic game table for at least two players comprising: a table [[a]] frame; a plurality of individual player terminals arranged in said table, with a terminal display and data input means; a central processing unit connected to each of said individual player terminals for bi-directional data exchange with each of said individual player terminals, said central processing unit configured to cause the display of confidential cards on each of said terminal displays; and a common display in a position visible to said at least two players and connected to said central processing unit; said central processing unit containing a random combination generator.
2. (original) The electronic game table of Claim 1, wherein said central processing unit is provided with an outlet port for connection to external electronic means.
3. (original) The electronic game table of Claim 2, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and Intranet.
4. (original) The electronic game table of Claim 1, wherein said data input means comprises at least control means for anteing the bets, control means for betting, control means for indicating a role of a dealer in a current round.
5. (original) The electronic game table of Claim 4, wherein said position visible to said at least two players is a position selected from the group consisting from a position on said table top and outside said table top.

6. (original) The electronic game table of Claim 5, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

7. (original) The electronic game table of Claim 6, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and Intranet.

8. (original) The electronic game table of Claim 1, which is a poker game table for a number of players from two to ten.

9. (original) The electronic game table of Claim 8, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

10. (original) The electronic game table of Claim 8, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and Intranet.

11. (original) The electronic game table of Claim 8, wherein said data input means comprises at least control means for anteing the bets, control means for betting, control means for indicating a role of a dealer in a current round.

12. (original) The electronic game table of Claim 11, wherein said position visible to said at least two players is a position selected from the group consisting from a position on said table top and outside said table top.

13. (original) The electronic game table of Claim 12, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

14. (original) The electronic game table of Claim 13, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and Intranet.

15. (new) The system of claim 1, wherein said central processing unit deals said confidential cards to each individual player terminal.

16. (new) The system of claim 1, wherein the display of said confidential cards is obscured from players associated with other individual player terminals.

17. (new) The system of claim 1, wherein said confidential cards are only visible from the individual player terminal on which they were caused to be displayed.

18. (new) The system of claim 1, wherein each individual player terminal is configured to obscure the display of said confidential cards from other individual player terminals.

19. (new) A system for playing an electronic card game, comprising:

- (a) a table having a plurality of player positions;
- (b) a player display associated with each player position, the player display configured to present virtual cards to a player such that the display of the virtual cards is obscured from other player positions;
- (c) an input mechanism associated with each of the player positions;
- (d) a central display positioned in the table, such that the central display is visible from each of the player positions; and
- (e) a CPU configured to deal virtual cards to the player displays and the community display and cause the respective displays to present the cards to

corresponding player, the CPU configured to receive input from the input mechanism related to the presented cards.

20. (new) The system of claim 19, wherein said virtual cards displayed on each player display are confidential.

21. (new) A system for playing an electronic card game, comprising:

- (a) a table having a plurality of player positions;
- (b) a player display associated with each player position, the player display configured to present virtual pocket cards to a player;
- (c) an input mechanism associated with each of the player positions;
- (d) a central display positioned in the table, such that the central display is visible from each of the player positions; and
- (e) a CPU configured to deal said virtual pocket cards to the player displays and deal virtual cards to the community display and cause the respective displays to present the cards to corresponding player, the CPU configured to receive input from the input mechanism related to the presented virtual cards and the virtual pocket cards.

22. (new) The system of claim 21, wherein said virtual pocket cards are displayed such that they are confidential.

23. (new) The system of claim 21, wherein each player position is configured such that said virtual pocket cards are only visible from that player position.

24. (new) The system of claim 21, wherein each player position is configured such that said virtual pocket cards are obscured from players associated with other player positions.

25. (new) The system of claim 21, wherein said virtual pocket cards displayed at each player position are only visible from the player position on which they were caused to be displayed.

26. (new) The system of claim 21, wherein said virtual pocket cards displayed at each player position are obscured from other player positions.